STAR TREK™
ADVENTURES

REMNANTS

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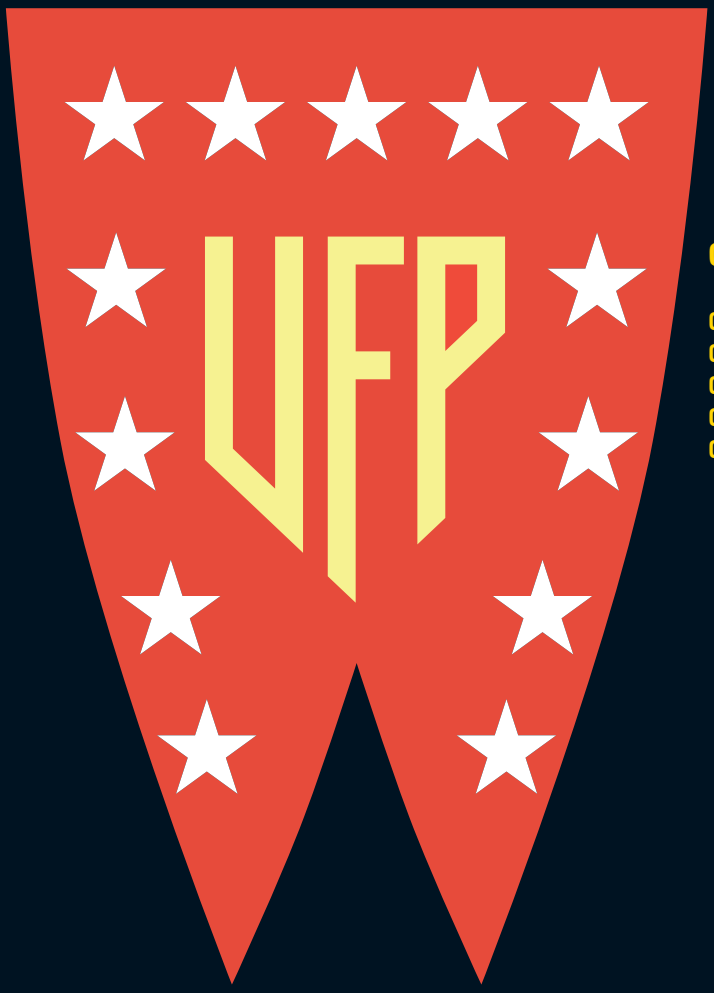
REMNANTS

BY SEAN GORE



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REMNANTS SYNOPSIS

The Player Characters are aboard their starship, traveling deep within Vulcan space, when they receive a distress call from a crippled research vessel, the *Starship Sirius*, near the Arachnid Nebula. Upon reaching, and assisting in baseline repairs, of the research ship, the Player Characters' starship is tasked with assisting the *Sirius*' chief researchers with investigating an anomaly detected within the nebula.

Further investigation reveals a rogue planetoid speeding through the interstellar dust cloud. The planetoid is blanketed in an ion storm, forcing the Characters to physically land via shuttlecraft. Once planetside, ancient ruins are discovered and information is gathered. As the ion storm worsens, the researchers must abandon their find, but bring back several samples from the ruins.

Back aboard their own starship, the chief researchers set up temporary laboratories within a cargo hold of the Starfleet vessel to continue their research. Something, or someone, has come along with the fragments, and it takes possession of the researchers, setting them on the single and overriding goal of constructing some sort of energy gateway.

The Player Characters must contend with puppeteered murderers and hijackers and then confront an ancient alien intent on surviving the destruction of its world and species.

DIRECTIVES

The Directives for this mission are:

- The Prime Directive
- Plying the Unknown
- Preservation
- Matter of Perspective

The Gamemaster begins this mission with 2 points of Threat for every Player Character in the group. It is advised that Threat be saved until Act 2, following the return to their starship.

ADAPTING THIS MISSION TO OTHER ERAS

As written, this is an adventure for The Original Series (TOS) era (within the years 2254–2269).

This is a *Star Trek* story, however, and certainly not era dependent. Some elements may need to be mildly reworked, based on a chosen era (such as type of science vessel), but should have little to no impact on the story itself. Therefore, this *Star Trek Adventures* story can be played in any era with very little additional work. Starship types involved may influence some descriptions. Likewise, refined sensors and similar "improved" technology due to era differences have cosmetic impact, if any, far more than any adjustment in story or game mechanics.

The singular exception to this has little directly to do with era and more to do with technology. Due to the Eidolon's nature, its ultimate goal is unfulfillable in most cases. A starship with bio-neural circuitry, or similar organic technology, could find the Eidolon an even more significant threat. If your players have such technology available in their ship, some consideration ought to be given to the possibility of the Eidolon establishing control, and what the resulting obstacles and consequences of such an event occurring would incur.

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REMNANTS
ACT 1: FINAL CHANCES

"Captain's Log, Stardate 3629.2. We have received an emergency distress call sent by the laboratory ship, Sirius*. Reporting that it has suffered significant engine and power trauma, the results have left the ship crippled near the Arachnid Nebula, which it had been studying for several weeks. We are now en route to lend whatever aid we can to the ship and her crew."*

SCENE 1: SIRIUS RESCUE

Gamemaster Note: *Allow this scene to highlight the strengths and talents of the Player Characters. Don't spend Threat to make things more difficult. In fact, start saving it now, and try to avoid spending it, until Act 2.*

The Player Characters' starship has received an emergency request for aid from the *Starship Sirius*, a *Rubin*-class laboratory ship that had been observing the nearby Arachnid Nebula. The *Sirius* reports that it has been crippled when its plasma intakes were clogged by a combination of disodium and ethylchlorate that then ignited and caused crippling damage to their impulse engine. In their current condition, they are dangerously adrift near an asteroid field skirting the Arachnid Nebula, are unable to proceed with their mission, and need immediate assistance. Without rapid response, the laboratory ship will be torn apart by the impending asteroid strikes. If they are to be rescued, the Player Characters must act without hesitation!

Assuming the Player Characters respond to *Sirius*' request for help, it will take them a short while (read plot time) to reach their destination. During that time, the Player Characters could access their ship's library to review data on the Arachnid Nebula, on the Starship *Sirius*, and on its crew (see Scene 2 for information on the chief researchers).

The Arachnid Nebula is an interstellar dust cloud, measuring over eight billion kilometers in diameter. It is comprised primarily of disodium and traces of ethylchlorate. It is an extremely luminous object, cast in hues of blue (radiating between 4600 and 4900 angstroms), and is bright enough to cast shadows. It was surveyed in 2151 by the *NX*-class *Starship Enterprise* under the command of Captain Jonathan Archer.

The elevated levels of concentrated disodium within the nebula severely hamper sensors, increasing any sensor-related Task's Difficulty by 1 and adding a Resistance of 1 to all sensor rolls into and within the Arachnid Nebula.

Upon arrival, it becomes apparent that the *Starship Sirius* is in desperate peril as it is drifting into an asteroid field that skirts the colourful expanse of the Arachnid Nebula. As their distress message indicates, the laboratory ship's engines are offline, life-support is failing, and main power is fluctuating. To confirm this, the Sciences station Player Character may attempt a sensor sweep of the *Sirius*. This is a **Reason + Sciences** Task, assisted by the ship's **Sensors + Sciences**. The surrounding asteroid field (rich in kelbonite) and the proximity of the Arachnid Nebula make this slightly more challenging than normal, raising the Difficulty to 1. Momentum earned on this Task can be spent on the *Obtain Information* Momentum Spend. The most straightforward of these answers are:

- Impulse engines are offline, and the warp core is damaged, and life-support is failing due to extensive power flow damage
- Main power is failing due to warp core damage, while battery power has been in use for several hours, but is holding
- There are several hull breaches (decks 3, 5, 6 and 9)
- There are numerous wounded (47 life signs showing evidence of extreme physical trauma)

ARACHNID NEBULA

The Arachnid Nebula is an interstellar dust cloud, measuring over eight billion kilometers in diameter. It is comprised primarily of disodium and traces of ethylchlorate. It is an extremely luminous object, cast in hues of blue (radiating between 4600 and 4900 angstroms), and is bright enough to cast shadows. It was surveyed in 2151 by the NX-class *Starship Enterprise* under the command of Captain Jonathan Archer.

The elevated levels of concentrated disodium within the nebula severely hamper sensors, increasing any sensor-related Task's Difficulty by 1 and adding a Resistance of 1 to all Sensor Tasks during Extended Tasks within the Arachnid Nebula.

U.S.S. SIRIUS NCC-530

CLASS: Rubin **COMMISSIONED:** 2148

The *U.S.S. Sirius* is an old laboratory starship used to observe stellar phenomena and chart distant stars. The *Rubin* class is not well-suited for extremely hostile environments and is considered outdated.

TRAITS: Federation laboratory ship

SYSTEMS

COMMS 05	ENGINES 04	STRUCTURE 07
COMPUTERS 06	SENSORS 07	WEAPONS 06

DEPARTMENTS

COMMAND 01	SECURITY 01	SCIENCE 04
CONN 02	ENGINEERING 02	MEDICINE 02

FOCUSES: Advanced Survey Sensors, Expanded Laboratories

POWER: 5 **CREW SUPPORT:** 3
SHIELDS: 5 **RESISTANCE:** 1 **SCALE:** 3

ATTACKS:

- Phaser Array (Energy, Range M, 3, Versatile 2)
- Tractor Beam (Strength 2)

SPECIAL RULES

- Launch Bay

Once the situation is fully ascertained, the Player Characters will inevitably investigate a method to lend assistance, ideally without risking their own vessel. The most obvious answer will likely be transporters, but the kelbonite deposits in the asteroids will make that near impossible, likely applying too great a risk for the number of transporter attempts required (to either beam their own crew over, or retrieve the wounded from the *Starship Sirius*). Each attempt requires a **Control + Engineering** Task with a Difficulty of 5, assisted by the ship's **Sensors + Engineering**. This roll would need to be accomplished three times to transport necessary crew and wounded to and from their destinations.

They may also attempt to tractor beam the *Sirius*. This is a dangerous path to take, as manoeuvring the *Sirius* within the asteroid field under power of a tractor beam only (*Sirius*' impulse engines are offline; they cannot steer) puts them at great danger of striking an obstacle. With the damage the vessel has already suffered, this could be traumatic. Nevertheless, the Player Characters may attempt this course of action. Doing so requires a **Control + Security** Task, assisted by the ship's **Weapons + Security** with a Difficulty of 5. This roll would need to be accomplished three times to completely clear the asteroid field.

A final option is to physically traverse the distance and dock with the *Sirius*. This could either be done with the Player Characters' starship itself, although that puts their ship in unnecessary danger as it must enter the asteroid field. Alternatively, they could fly one, or more, of their shuttlecraft through the asteroid field to the crippled laboratory ship.

In either case, navigating the asteroid field to reach the *Sirius* is a Perilous Extended Task, with a Progress of 8 (the laboratory ship isn't that far into the asteroid field yet), a Magnitude of 3, a base Difficulty of 3, and a Resistance of 3 (if they are piloting the starship) or 0 (if they are piloting shuttles). In either case, closing with shuttlecraft or the larger starship, the pilot (or helmsmen) must attempt a **Daring + Conn** Task for the Extended Task, as flight plans cannot be created due to the erratic nature of the asteroid field. Each Extended Task attempt inflicts 6 damage to the starship (with the Penetrating Effect) or 2 Stress on the crew within each shuttle, representing scrapes and near misses. If the pilot of a shuttlecraft is Injured (and, therefore, incapacitated), the shuttlecraft is rendered inert, adrift in the asteroid field, and now complicating the scene and requiring rescue.

Regardless of their approach, once the *Sirius* is reached, the crew of the Player Characters' starship can enact repairs and tend to the wounded. Help is needed in several different sections of the vessel, but boil down to providing medical relief, re-establishing life-support, and stabilizing the warp core. Because these must be accomplished simultaneously (or very close to it), the group will have to split up. In this case, players may still participate in each separate Task resolution, doing so by spending a point of Crew Support to bring a secondary (player-controllable) character on to the scene. These should be fleshed out, as normal. Each section requires its own Task to successfully accomplish, some more complicated than others:

- Rendering medical aid is a two-step process requiring someone of commanding presence to get the wounded gathered and calmed enough for proper medical attention. None of the wounds are immediately life threatening, but the crew, while Starfleet, are not combat or hazard tested and are, therefore, reacting poorly to the stressful situation. For any medical procedure to be attempted, a **Presence + Command** Key Task (Difficulty 10; these are Starfleet personnel) precedes the **Reason + Medical** Extended Task (Progress 7, Magnitude 2, base Difficulty 2). Because these are injuries, there is a bit of a time pressure on this Extended Task (six 10-minute Intervals), and if it is failed, one of the wounded dies due to their severe injuries.

- Re-establishing life-support is straightforward, but essential. Unfortunately, the warp core requires immediate attention, as well. Therefore, engineering attempts will need to be divided. Dealing with life-support is a **Reason + Engineering** Extended Task (Progress 6, Magnitude 2, base Difficulty 2) that involves the Consequence of failed life-support if the repairs are not successfully completed. If the *Sirius*' life-support fails, the entire crew must be evacuated to the Player Characters' starship.

- Repairing the damage to the warp core is not as dangerous as it might sound; this is a Starfleet vessel and their cores are well-built and protected. Doing so requires a **Reason + Engineering** Extended Task (Progress 8, Magnitude 2, base Difficulty 3) with 3 Limited Attempts. If the warp core cannot be repaired before the utilization of all Limited Attempts, it must be brought completely offline, leaving the Starship *Sirius* operating on battery power until a core can be overhauled (a process that will take several days' focus by a dedicated engineering team).

During this time, the Player Characters will have the opportunity to meet the key chief researchers aboard the *Sirius*: Shen (a Tellarite male), Karas (an Andorian female), Schultz (a Human male), and Vemya (a Vulcan female). During the repairs, the four, ostensibly led by Dr. Vemya, speak with the Player Characters about needing to speak with their captain right away over matters of scientific importance that cannot be delayed. None of the four are comical or blindly unaware of the dire predicament within which the *Sirius* currently finds itself, but they also clearly believe that their discovery warrants immediate, and serious, attention.

SCENE 2: MEETING OF MINDS

As they are Starfleet officers and noted scientists on a legitimate mission, securing a meeting with the Player Characters' captain should not be an ordeal. During the conference, the four chief researchers detail findings of a curious and significant nature: Two days ago, *Sirius*' sensors picked up a massive gravimetric anomaly within the Arachnid Nebula. Even more alarming, the gravimetric anomaly was moving at roughly 30 kilometers per second. At its current velocity, combined with the inherent sensor baffling of disodium within the Arachnid Nebula, the anomaly would be lost within the nebula within several days. If they are to investigate the anomaly, they must move swiftly and due to the inoperative nature of the *Sirius*, will need the Player Characters' aid.

While this is intended as a short roleplaying scene, it does serve as a prime opportunity to establish the four chief researchers and their personalities, as well as provide for some diplomatic interactions. It is unlikely there will be Social Conflict during this scene, as there are no moral dilemmas. They face the unknown – something Starfleet expects their officers to meet head-on.

- Doctor Vemya is the senior-most researcher aboard the *Sirius* and, therefore, assumes a mantle of leadership for the quartet. She is, typical of Vulcans, logical, brilliant, honest, and blunt. There is no duplicity to her interest in the gravimetric anomaly and will see any resistance as counter to the core philosophies of Starfleet. She specializes in gravitic emissions.

- Doctor Schultz is an excitable human, insatiably curious researcher who is eager to charge after their latest curiosity. While friendly, almost gregarious, he will quickly turn argumentative on anyone that challenges the assertion that investigating the anomaly is not of the "highest priority". His field of study is stellar phenomena.

- Doctor Karas is a pale-skinned Andorian female who is short-tempered and curt, although she blames this on a perpetual headache since moving within proximity of the Arachnid Nebula (which she insists is due to her heightened equilibrium and a little-known effect of the ethylchlorate concentration within the nebula). She is a hybrid Aenar/Andorian with just enough Aenar blood to be subconsciously "hearing" the cries of those trapped in the gravimetric anomaly. This is the cause of her discomfort, but no amount of questioning could reveal this, as she herself is not even aware of her heritage. This will, however, come into play later in the mission. Despite her discomfort, Dr. Karas is quite firm about her desire to see their investigations through and stands firm with the other researchers about traveling into the Arachnid Nebula. Her primary interest is in radiation wavelengths.

- Doctor Shen is a typical Tellarite, meticulous in all approaches. Of all the researchers, he is the most likely to back off from a forceful support to immediately investigate the gravimetric anomaly, as the argument for further preparations could win him over. In the end, however, his curiosity and loyalty to the other three will cause him to side with them on pushing for quickly traveling into the Arachnid Nebula, despite the potential dangers. He specializes in the study of ancient galactic history.

There is little reason why the Player Characters should deny the researchers' request; exploration and pursuit of the unknown is a central tenant for Starfleet. Presuming no serious personality conflicts occur, the Player Characters' starship should be ready to delve into the Arachnid Nebula almost immediately.

SCENE 3: BUMPY RIDE

Gamemaster Note: *Avoid spending Threat, if possible. If any is generated, continue to let it build.*

Aside from a few screen flickers, the sensor difficulties of the nebula, and the cobalt-hue cast over everything from the luminescence, there is little to indicate that the starship flies into the Arachnid Nebula. There are no immediate navigational hazards or stresses against the ship's shields or hull, and no strange dementia or radiations bombarding the crew.

The first step to further investigating the gravimetric anomaly is to find it. They could launch a spread of sensor probes, but that would be similar to blind shooting and likely only waste resources (8 billion kilometers in diameter is a lot of area to cover with sensor probes). Working from the *Sirius*' last sensor readings of the anomaly and tracking the trajectory while it was being observed gives the crew a solid basis upon which to start.

To determine the general area in which to begin scanning requires a **Reason + Sciences** Task with a Difficulty of 2. The four researchers can collectively assist with this Task, rolling a single d20 against their own Target Number of 18. Once the general area is determined, a sensor probe (or several) may be launched to make sensor sweeping the region easier. Interference is still too great to ascertain information beyond the existence of a mobile gravimetric anomaly.

Locating the actual gravimetric anomaly requires a **Reason + Sciences**, assisted by the ship's **Sensors + Sciences** Task with a Difficulty of 5 (3, if they launched a sensor probe into the general area, and the added complications of the nebula's effects on sensors have already been added; don't forget the Resistance 1). Successfully doing so enables the Navigator to plot a course through the nebula to the anomaly. Doing so is a **Reason + Conn** Task, assisted by the ship's **Computers + Conn**, with a Difficulty of 2. Once the course is plotted, the Player Characters are free to head to the anomaly for further study.

The flight time, even under impulse, is minimal, and in a few minutes the Player Characters' starship is in Close proximity to the gravimetric anomaly and can enact greater study. Bringing the object up on the viewscreen reveals it to be a rogue planetoid hurtling through the nebula, and wreathed in an ion storm that also trails behind it like a comet's tail. While the planetoid's current velocity is 108,000 kilometers per hour (30 kilometers per second), the Player Characters' starship can easily match that, so catching up to, and maintaining parallel travel, is a simple matter (no Task needed).

Attempting to scan the rogue planetoid, requires a **Reason + Sciences**, assisted by the ship's **Sensors + Sciences** Task with a Difficulty of 3 (the increased complications of the nebula's effects on sensors has already been added, but don't forget the Resistance of 1). Successfully scanning the planetoid reveals the information presented in the Rogue Planetoid sidebar. A follow-up **Reason + Sciences** Task with a Difficulty of 2 determines that the planetoid has only hours of existence left before literally being torn apart.

Nothing more can be learned from the safety of the vessel. The havoc the nebula plays with the sensors renders scans unreliable. Meanwhile, the blanketing ion storm makes visual observation from the ship impossible. To learn more, the crew must travel to the planetoid's surface. Any standard equipment can be requisitioned, in addition to sealed environmental suits. There are two options to accomplish this: transporters and shuttlecraft.

Transporters are made unreliable, even dangerous, for the same reasons that scans are difficult: the combination of the nebula and ion storm. If the crew really wants to risk it, however, they can, with a **Control + Engineering** Task, assisted by the ship's **Sensors + Engineering** Task with a Difficulty of 5. Failure requires the transporter operator to immediately succeed on a follow-up **Control + Engineering**, assisted by the ship's **Sensors + Engineering** Task with a Difficulty of 4. Failing that second task loses the pattern in the ion storm, killing the character (this would be a good time to utilize a supporting character to face the terrible fate rather than a Player Character). This risk is present during every transporter attempt.

MORE MYSTERIOUS SCIENTISTS

It is possible one, or more, of the Player Characters may suspect a deeper connection with the scientists and the event that took place. The primary fact that may occur to them is the scientists' specialty arrangement would seem ideal for the Eidolon's interaction.

As written, this is nothing more than a confluence of fortunate events and timing. However, if you happen to, or want to, run a more duplicitous and clandestine *Star Trek* (akin to some later seasons of DS9 and ENT), you could easily link Doctor Shen and/or Doctor Schultz to Section 31, or some similarly secrecy-cloaked organization. This would enable the entire plot to have been an attempt to grab possible technology or resources that the planetoid possibly possessed. Of course, this also implies Section 31's advanced awareness of the planetoid, which leads to even more questions…

Alternatively, as before when rescuing the *Sirius*, shuttlecraft can be manually piloted to the destination. In this case, rather than asteroids, there are the sensor-baffling effects of the Arachnid Nebula, coupled with the dangers of the planetoid-enshrouding ion storm. Flying through the ion storm to the planetoid's surface requires a **Daring + Conn** Task with a Difficulty of 3. Failing the roll can have a variety of effects, from the ion storm shutting down power and requiring the shuttle to crash land to cutting engines and requiring a successfully piloted shuttlecraft to magnetically clamp to the drifting shuttle and guide them both in for a rough landing (this would also entail a follow-up **Daring + Conn** Task with a Difficulty of 3), or having the ion storm play havoc with life-support and carried gear, rendering phasers, tricorders, or other technological devices to operate erratically or not at all.

Once they have flown through the ion storm, the shuttlecraft pilots can navigate across the planetoid's surface with relative ease (facing only turbulence) and can visually scout the evidence of construction (remnants of buildings within a chasm) before landing. You may proceed to Scene 4. Make sure to tailor any descriptions depending on their mode of arrival.

A third option obviously exists, but one which the four researchers will argue against: abandon the discovery. With the planetoid's inevitable destruction, the researchers are eager to the point of pushy to get down to the surface and gather what they can before a potential species' history is forever obliterated. Their argument is strong and valid and should be given extreme consideration by any Starfleet officer.

In either case, the end result will be similar. If the Player Character crew chooses to abandon the planet, the researchers will be quite unhappy, but request staying near enough to record as much information, via sensors and visual observation. The resulting devastation will eliminate the planetoid, but the starship will still be struck by the sudden expansion of the ion storm (see Act 2, Scene 1) and several of the crew, particularly Dr. Karas, "infected" by the being dwelling within.

There is a greater degree of excitement and possibility if they explore the rogue planetoid, however, so make sure the researchers argue hard for that possibility. Under no circumstances should the converging of both possibilities be revealed to the Player Characters, however. Allow their agency and narrative control to dictate the flow of the mission; merely utilize the ion storm to bring it back on track when the time is right.

ROGUE PLANETOID

SIZE: 1,436 kilometers in diameter

COMPOSITION: Anorthosite crust with layers of olivine, clinopyroxene, orthopyroxene, and an inner core of liquid iron likely alloyed with nickel

GRAVITY: .2G

Hurtling from an unknown system, this rogue planetoid traversed into the Arachnid Nebula. Its own trailing and faded atmosphere and minerals reacted with the nebula's unique composition resulting in an enshrouding ion storm of fluctuating strength, which has proven to somewhat shield the surface against further atmospheric wear and friction.

Additionally, and most curiously, scans show signs of construction on the planetoid – perfect geometrical shapes repeated in patterns that indicate construction rather than geological formation.

Finally, scans also indicate extreme geologic instability within the planetoid. The instability seems to be worsening; the trauma of the ion storm seems to be ripping the planetoid apart.

SCENE 4: WHAT REMAINS

Gamemaster Note: *Don't spend any built Threat during this scene. Allow it to build even more; the planetoid is threatening enough, and it isn't even the focal point of the story. Let it seem more dangerous, there's no reason to make it more dangerous.*

Traversing from their arrival point (either by transporter or shuttlecraft) to the ruins turns out to be more challenging than might otherwise be thought. Without an atmosphere, the landing party must wear sealed suits which, while advanced and effective in keeping them alive in such hostile environments, do not lend well to fine manipulation. Additionally, the low gravity makes movement far different from standard gravity situations. Certainly, Starfleet officers are trained for low- and zero-gravity environments, but their comfort level and routine exposure is likely a far more "Earth-like" standard. Finally, the winds that are currently racing across its surface blow orange-coloured particles around in viewplate-scratching, vision-obscuring clouds.

These conditions are further highlighted by the raging ion storm, which is beautiful when observed safely, but still rather terrifying when viewed in the open. From the ground, this looks like a suddenly-changing series of vein-like bursts of purple-white electrical discharge highlighted throughout the azure-hued sky.

None of this requires any rolls or Task resolutions, but should all be used to build the general tension of this rogue planetoid. This should be played up to an even greater degree as the landing party closes in on the ancient ruins.

The ruins themselves are cyclopean: large, dusty orange-colored rocks fitted tightly together to craft crumbling towers, partial walls, and only vague hints of other structures. Hieroglyphs consisting of lines, both angular and more organic-looking, are etched into many of the orange rocks, but their meaning is lost.

With the Arachnid Nebula's sensor-hindering effects essentially stymied by the ion storm, tricorder scans of the area, requiring a **Reason + Science** Task with a Difficulty of 1, reveal the ruins to be nearly 5,000 years old. The hieroglyphic etchings are in an unknown language and are, therefore, the last records of a lost and dead civilization. As should be expected, the chief researchers are elated with this find.

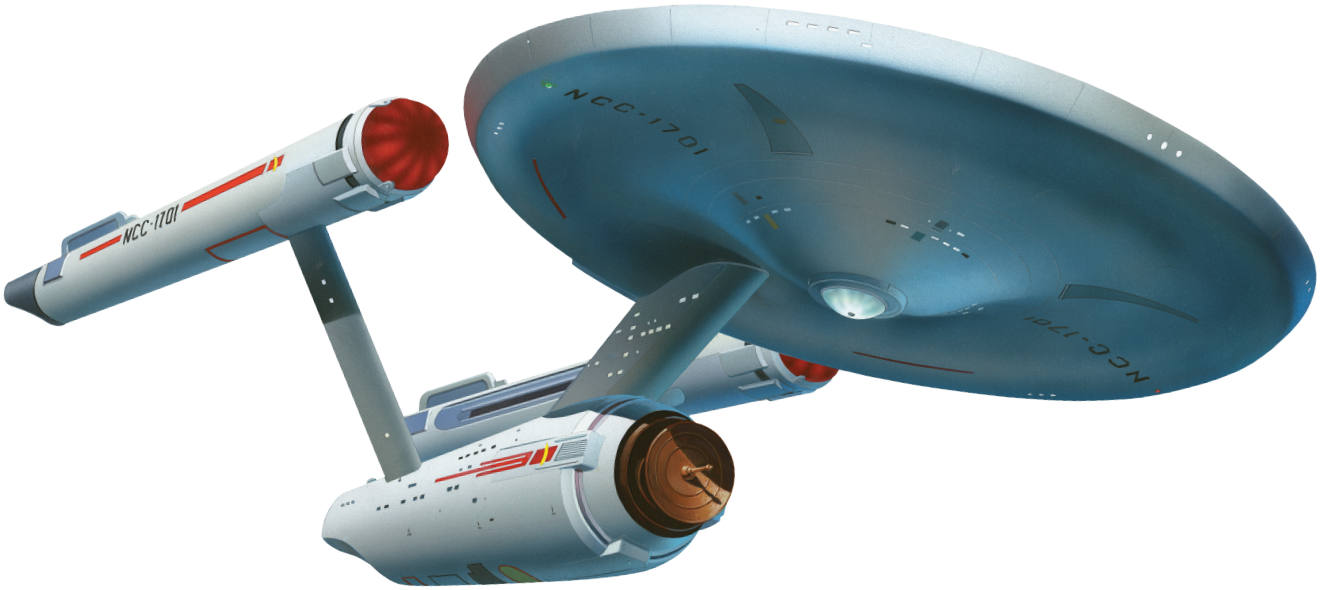
Allow some time for the landing party to explore the ruins, recording and analyzing what they can. This can be dealt with on an action-by-action basis, or as a narrative cut scene as the mood dictates. As they investigate, however, the ion storm overhead worsens. Simultaneously, the geologic instability grows more severe. Eventually, it becomes evident that the landing party must wrap up their archaeological dig and return to the ship. The chief researchers will be upset, of course, but also acknowledge the prudence of safety. They will insist on bringing samples back for further study and begin packing chunks of orange rock, gathering orange dust, and all the while continuing to take visual recordings of pieces too large to safely transport immediately. A few minutes later, the ground shakes again, timed with a brilliant flash of an electrical discharge overhead; the time has come to leave.

Of course, this is when things get worse. As the landing party makes their way clear of the ruins for their shuttlecraft (or for accurate locking via transporters) everyone present must succeed at a **Control + Security** Task with a Difficulty of 2 to avoid damage as the ground suddenly splits and shifts, creating sudden, rocky stairs and potentially dangerous fissures. Those that fail the Task suffer 2 damage with generated Effects being a Complication – Injured Leg, which hinders their movement and may require aid from nearby allies.

If no one suffers a Complicating injury, allow the landing party to stumble and stagger their way to the clear zone and launch (or be beamed) out from the failing planetoid. If one or more such injuries are sustained, progress is slowed enough that a second **Control + Security** Task, still with a Difficulty of 2 (except for those with an Injured Leg, their Difficulty is 3) to avoid another round of 2 damage and further possible Complications and debilitating injuries, is required.

Once the landing parties have made it to their extraction point, they are free to leave, reversing their method of arrival earlier. In both cases, however, the worsening ion storm increases the Difficulty for either avenue by +1 (increasing the transporter Difficulty to 5 and the shuttlecraft flight Difficulty to 4). As before, things can turn rather disastrous on a failed roll, with potential crew loss with the transporter, or shuttlecraft damage from the storm. It is even possible that a shuttlecraft could be shut down due to the storm, requiring an emergency beam out via starship transporters anyway!

Once everyone is back aboard, proceed immediately to Act 2.



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REMNANTS
ACT 2: ADRIFT, BUT NOT ALONE

"Captain's Log, supplemental. The rescue of Sirius' *crew was successful, as was the subsequent hunt for the rogue planetoid. After a challenging landing, the team discovered ancient ruins. Unfortunately, the planetoid proved too unstable for prolonged research, and the team has made their way back to the ship through a growing ion storm. As soon as we have the all clear, we will be leaving before that storm gets any worse…"*

SCENE 1: STORM OVERWHELMING

Gamemaster Note: *The Threat that has, hopefully, been saved up throughout the mission to this point, should start being used to heighten the dramatic tension and facilitate the action.*

With the landing party securely aboard their starship, the chief researchers begin moving their findings to a partially used cargo bay (Cargo Bay #3), where they will set up a temporary lab to examine these artifacts. Meanwhile, the rest of the crew prepares to move the starship away from the dying planetoid and the growing ion storm.

Unfortunately, as they do so, the ion storm surges and catches the Player Characters' starship in its ionizing grip. As bolts of energy trace their way along the hull, main power is overloaded and shorts out, which forces the core temporarily offline as several violent electrical explosions occur in main engineering. Even battery power is initially offline. Knocked off course, the ship drifts silent and dark as the crumbling planetoid hurtles onward. Fortunately, the ion storm moves on, as well.

The Player Characters must effect repairs in less-than-ideal circumstances. Engineering teams scramble throughout the ship, while medical officers respond to several dozen minor injuries due to the dancing ion bolts and overloading consoles. Meanwhile, the chief researchers operate with single-minded obsession in setting up their workshop within Cargo Bay #3.

Treating injured starship personnel is a relatively simple operation, although with minimal power (and not even battery power initially) and minimal lighting, what should be easy becomes a challenge. To handle any given injury requires a **Reason + Medicine** Task with a Difficulty of 2 and a Complication Range of 2 (18-20). Potential Complications could be worsening patient conditions, broken or lost equipment, or a crew member succumbing to psychological trauma.

Dealing first with failed battery power, so the vessel can have operational life-support and lights, is a tough challenge due to the current situation. To bring battery power back online requires a **Reason + Engineering** Task with a Difficulty of 3 and a Complication Range of 5 (16-20). Potential Complications stemming from this Task are additional systems being knocked offline when power kicks back in, frying several computer library banks, or locking down certain decks as emergency lockdown procedures are accidentally triggered. Regardless of the outcome, the sudden power surge causes an overload in several power transfer conduits, which then fries the ship's primary and secondary lights (better than life support, artificial gravity, or the structural integrity fields), causing them to brilliantly flare on and then shutting them down in a surprising and sudden cascade of pops and sparks. The Player Characters' starship goes dark, with only the ruddy hue of emergency lighting and the spotlight effects of handheld lamps between the occasional pools of light cast from the rare light that survived.

Once battery power is restored, however, life-support becomes fully operational and damage control teams can go about the necessary jobs of bringing the ship fully back online. Main power is offline and even impulse is not operational. At best, life-support and the weakest shield settings can be utilized. Exterior sensors are sporadic, at best, and transporters are offline.

Teams should be dispatched throughout the starship to go about the rather mundane task of replacing lights, while engineering teams work on the core and restoring main power, so the ship can erect shields and operate under full impulse. Overly cautious command crews may dispatch security, although there is no indication to do so now.

EIDOLON

The Eidolon is a singular being. It claims to be the final god of an ancient culture, although the validity of this is highly suspect. Its origins are its own secret, so whatever story it decides to tell is what will be recorded. In its current state, however, the Eidolon is an energy being that exists outside of physical space. It seems bound to the artifacts and remnants of its past culture, as those brought aboard the Player Characters' starship act an anchor, of sorts.

In its energy state, it is harmless to current Starfleet technological devices, but it is quite capable of overriding the complex functions of organic processors, such as the brain. Essentially, the Eidolon can take over and direct the physical actions of corporeal beings. The Eidolon is incredibly complex and is, therefore, capable of overriding multiple targets simultaneously, enabling it to direct crowd activities.

The Eidolon's only real concern is survival. It knows it must escape the planetoid before it is destroyed, thus ending the Eidolon's existence. Fortunately, in its final hours, the Eidolon has had hope arrive in the form of a Starfleet starship and now desperately wants to escape. As its form is inert and inconsequential to current Starfleet technology, the only method the Eidolon can employ to escape is to utilize the "inferior beings" that make up the starship's crew to do its bidding and take it where ever it wants to go.

Clearly, this loss of freedom and individuality is not something any crew, Starfleet or otherwise, would stand for, so resistance is expected. The Eidolon is not overly concerned about that, however. Not because it knows its abilities are greater than any threat the "inferior beings" could bring to bear, but because the Eidolon does not fully comprehend who or what these "inferior beings" are or how they could help or hinder. They just simply do not register to the Eidolon as anything worthy of its direct attention. Ignorance may well be its downfall.

Unfortunately, the Eidolon is also, by Starfleet standards, at least, a little bit mad. Thousands of years of drifting isolation has shattered its mind. It does not retain focus as it once had, and it now has multiple facets to its personality, sometimes bringing those facets into conflict with itself. Even the puppets it directs can occasionally fall into conflict with one another.

The rogue planetoid, itself, was once in a binary star system far removed from the one containing the Arachnid Nebula. On the small planet lived an advanced race that expanded and explored via matter-to-energy transformations and highly advanced comprehension of the meaning of time and space. Their leader, their primary deity or mythic hero was an entity that now identifies itself as the "Eidolon".

When one of their suns died, the resulting trauma demolished their cities, including their matter/energy conversion machines, and tossed their world free and sent it catapulting through space. The Eidolon found itself alone and bound to the terrestrial rock, stuck as a passenger as it went on its journey, its energy form approximating an ion storm locked to their world. It and the world hurtled through other solar systems and eventually found themselves with a most terrible fate: the planetoid was soon to crumble and disintegrate, and there was nothing that could be done about it.

The technology it once may have utilized, along with the culture that may have at one point venerated it and supported it, are long gone. It was now trapped, helpless, and despondent, the Eidolon saw its ultimate demise looming. Then, along came a starship…

Restoring main power is a **Reason + Engineering** Extended Task with a Progress of 16, Magnitude of 4, and Resistance of 2. Clearly, it will be a long, involved process with many opportunities for things to go wrong. As the repair crews quickly discover, however, another, much more immediate and dire problem has occurred.

As repairs get underway on main power (allow for a roll or two to begin generating some progress), proceed to the next Scene for the next reveal…

SCENE 2: WHAT WAS FOUND IN THE DARK

While repairs are well underway, one of the repair crews (and this is better with a Player Character than without) makes a gruesome discovery: stuffed just inside a Jefferies tube, near Cargo Bay #3, is the body of Ensign Holcomb. The Ensign was part of the light repair crew, but currently lays in a crumpled heap in a pool of blood, quite dead as his throat has been slit open.

Security will be placed on full alert and the crime scene and body examined. Again, with the lights out, searching the scene is a bit more difficult, but the autopsy should prove simple in trained hands.

- Scouring the crime scene requires a **Reason + Security** Task with a Difficulty of 2. Success reveals blood droplets

on the floor that can be traced to further blood spatters on the wall not far from the Jefferies tube. While the walls are free of scuff marks, in the same immediate area as the blood, the floor plating has micro-traces of boot sole abraded into it; likely caused by a sudden or jarring bootstep during the brief struggle. Medical tricorder analysis of the blood reveals it to be a positive match with Ensign Holcomb.

- Performing an autopsy on the corpse requires a **Reason + Medicine** Task with a Difficulty of 2. Medical tricorder readings prove that Ensign Holcomb expired due to exsanguination, clearly from his slit throat. The wound is jagged, more ripped than cut, and micro-fragments of metal are identified as duritanium shavings can be found in the meat of the wound. It would be most logical to assume that the wound was caused by an improvised shiv crafted from a piece of duritanium. Unfortunately, duritanium is a relatively common poly-alloy used in bulkheads, ladder rungs, piping, or any other part of a starship that might see high energy or physical stresses; it could have come from nearly anywhere.

- If anyone thinks to examine the Player Characters' starship's cargo manifest, Cargo Bay #3 holds four crates of duritanium piping conduit. No Task is required to uncover this fact (it's a simple search function from any ship's computer).

Allow the Player Characters to conduct their investigation as they see fit. To assist in framing the narrative and keeping things moving, it is important that, as the Gamemaster, it is understood that the murder was caused by Dr. Karas, possessed by an energy entity self-identified (via universal translator) as the Eidolon. The Eidolon is desperate to escape impending cessation of existence, and see the corporeal members of Starfleet as a keen method of doing exactly that. While the Eidolon is not "evil", it is capricious, calloused, and sees the species before it as inferior, at best, or as tools. The murder of Ensign Holcomb was not desired, but it was also not something to which the Eidolon gave a second thought. Ensign Holcomb became an obstacle and the Eidolon removed it.

To remedy the situation it now finds itself in, the Eidolon is using the stolen bodies, currently the four researchers and approximately two dozen Starfleet personnel it has managed to capture and "inhabit" without raising alarm that it managed to possess due to proximity to the artifacts. Through these, the Eidolon is attempting to rebuild an energy-to-matter conversion machine that will provide the Eidolon with just enough substance to exist freely within the starship. Once constructed, the Eidolon can freely roam the ship and use it to relocate to a new homeworld.

This machine is being constructed in Cargo Bay #3 and is nearing completion. Without main power fully functional, it cannot be activated, so the Player Character crew is still, relatively speaking, safe. As repairs continue, however, things will soon change, unless the crew discovers the true happenings in the dark.

Thus, the Eidolon-possessed crew members toil in Cargo Bay #3 while the Player Characters effect repairs and investigate. When they decide to search Cargo Bay #3 (or, if they aren't, they could conveniently be working on lights and other restorations near Cargo Bay #3 and come across the same encounter "accidentally"), the Player Characters will come across a single Eidolon-possessed crew member (a human male, Ensign Douglas), once a part of the maintenance teams. He is carrying a jagged piece of pipe (close inspection reveals flecks of blood, which can be traced back to Ensign Holcomb) as he staggers down the dimly lit hall.

Allow the Player Characters a chance to make an **Insight + Security** Task, with a Difficulty of 2. Success indicates that something is off with the approaching crew member, and that indication comes early enough that the approaching crew member is not right on top of the Player Characters, but are instead a Zone, or more, away. Success places one Zone between the Player Characters and the approaching crew member. Additional Zones can be added per 2 Momentum spent. If the Task resulted in a failure, then the approaching crew member is on top of the Player Characters when combat begins. The conflict begins in an open section of corridor with no immediate features to use as cover. As usual, Momentum may be spent to create advantages, such as turning a convenient piping conduit running along the wall into useful cover.

Unless the Player Characters were caught by surprise, when the action starts, pick one Player Character to act first, otherwise the Eidolon-possessed crew member gets the drop on the Player Characters. He attacks with his makeshift weapon, in an attempt to subdue one of the Player Characters and drag them back to Cargo Bay #3. It should become immediately apparent that the Eidolon-possessed crew member is not in his right mind. Close inspection, very difficult to do during combat and in a darkened corridor, reveals a spider's web of burst blood vessels around the possessed crew member's eyes, but there are no other immediate physical signs that anything is amiss.

While initially at a disadvantage, with their assailant being fellow ship's crewmate, the Player Characters will likely get the upper hand quickly. The Eidolon-possessed crew member is not at peak efficiency due to their alien environment, lack of physical activity for the Eidolon (this is the first in thousands of years) and general unfamiliarity with the environment and technology. If they act swiftly and decisively enough, they could take him captive. When the Eidolon-possessed crew member is subdued, as it is presumed he will be, he can be taken to sickbay for further examination and proceeding to the next scene.

SCENE 3: THE EXORCISM OF ENSIGN DOUGLAS

This entire scene presumes the Player Characters were able to capture the Eidolon-possessed crew member and get him to sickbay. Within the confines of sickbay, with their subject strapped to a bed, he can be safely scanned with tricorders (assuming power is still off for major medical machinery) and a great deal can be learned.

There are several methods of proceeding to gather further information. The Player Characters can attempt to interrogate their prisoner with questions, they can use psychology and empathy to attempt to ascertain what is happening, and they can scan with tricorders to discern via technology what might be affecting their fellow crew member. This scene could wind up a little complicated, with several different interaction attempts as well as several synergistic effects based on what is learned in later Tasks and, possibly, returning to earlier ones.

- Interrogating the prisoner requires a **Presence + Security**, with a Difficulty of 2, Opposed Task versus Ensign Douglas' **Control + Command**, with a Difficulty of 0. These Difficulties, if approached after learning of several weaknesses with medical tricorder scans (see below) can be adjusted by -1 for the interrogator's Task and by +2 for Ensign Douglas' Task. Success gets the Eidolon focused through this host enough to begin talking, albeit in a strange, shrill screeching (not unlike the vocalization from Tholians, should any of the crew be aware of their language). The universal translator has to work very hard to accommodate. The Eidolon speaks of it being a god to an ancient culture that is long gone, wiped out by the tragedy of the death of one its two stars. It also mentions that it knew the world was finally dying, is desperate to escape, and that the "meat walking these halls will serve as adequate tools." Finally, the being threatens that soon the "machine" will be complete, and the tools will be given proper focus and meaning for their lives. It will speak no further about this "machine"; the Eidolon possessing Ensign Douglas will let the body expire under the interrogation. Failure does not eliminate the interrogation, it only means new methods of pressure may be required.

ENSIGN DOUGLAS

TRAITS: Self-Preservation; Construct the Device; Part of a Greater Whole

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 06
DARING 08	INSIGHT 05	REASON 06

DISCIPLINES

COMMAND 02	SECURITY 01	SCIENCE 05
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: None

STRESS: 9 **RESISTANCE:** 0 (5 against energy weapons as the Eidolon energy form dissipates the energy)

WEAPONS:

- Jagged Pipe (Melee, 4, Knockdown, Vicious 1, Size 4)
- Unarmed Fist (Melee, 3, Knockdown, Size 1, Nonlethal)

- If a more diplomatic method is attempted against the Eidolon-possessed Ensign Douglas, a character may try an **Insight + Command** Task, with a Difficulty of 4. This Difficulty, if approached after learning of the Eidolon's goal via interrogation, can be adjusted to a Difficulty of 2. If successful, the Eidolon expresses a small degree of remorse for its actions, citing necessity and survival. It will not be deterred, but it will attempt to treat the hosts' bodies with greater respect and tenderness. If the hosts must see for themselves, they can travel to the "focal-point" room, where there are dozens of boxes stacked about the rudimentary and makeshift lab. There, they can speak with the strongest and most lucid of the Eidolon's hosts: the blue-skinned host (Dr. Karas), who can assure them of their kind and benevolent treatment. This should give enough hints for them to know that Cargo Bay #3 is where the source of this problem can be found. Failure does not mean that diplomacy cannot be established, just that a greater common ground must be found.

- Tricorder scans require a **Reason + Science** Task with a Difficulty of 1. Success detects strong levels of neurogenic and anionic energies within Ensign Douglas, as well as spiking neurological activity that indicates there is, literally, another mind riding inside his head.

- A follow-up **Reason + Science** Task with a Difficulty of 1 informs the potential questioner that neurogenic energy (also known as neural energy) is the energy found within a living being's nervous system, and that anionic energy is another neurologically-associated energy, but not one native to most beings. This information could then be extrapolated to conclude that the non-native energy, anionic energy, could be forcibly extracted under the right conditions.

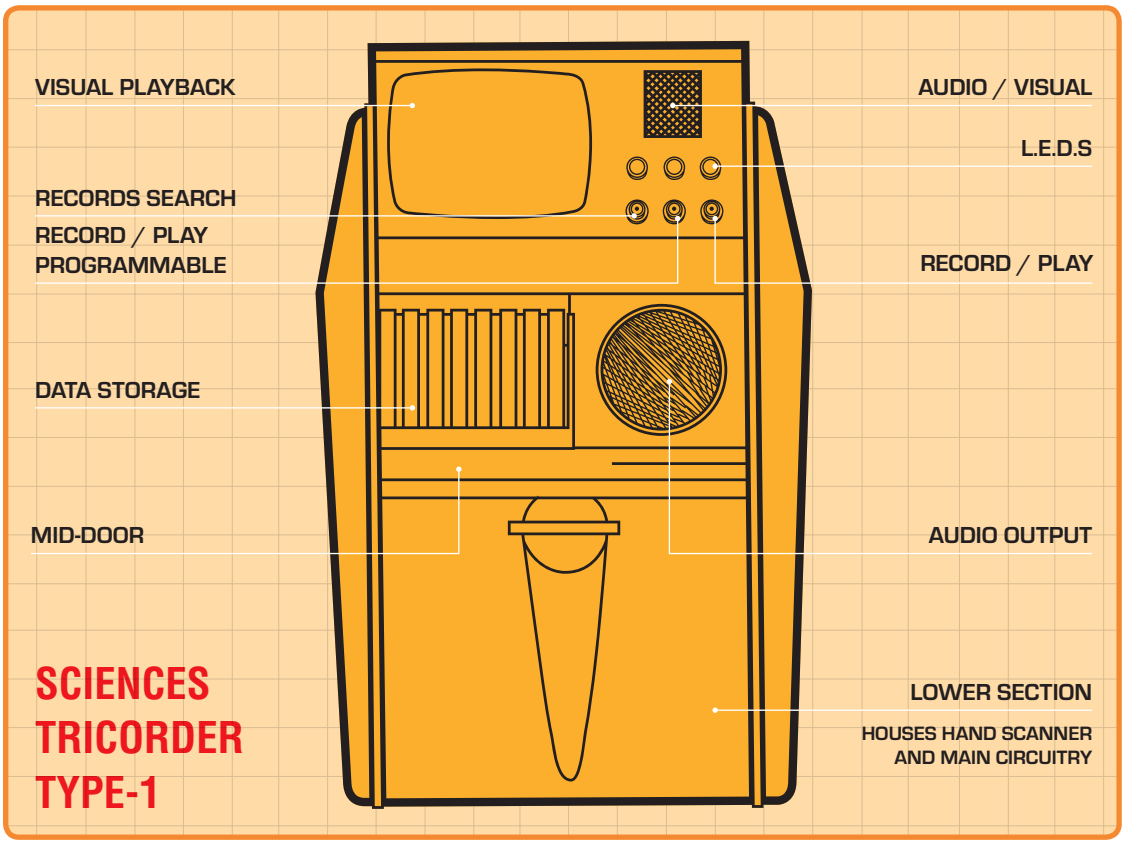
- Another follow-up **Reason + Science** Task with a Difficulty of 3 determines that anionic energy could be expelled from a host body with enough shock trauma, such as potent electroshock or plasma shock. The

problem exists, of course, that too much exposure could harm the host body, while too little could prove ineffective. Finally, the anionic energy could be contained in a sufficiently neutral field or certain magnitudes of magnetic flux. This could be tested on Ensign Douglas in the sickbay with the production of a plasma shock prod (see below) and using an emergency generator to power up the biobed to produce its own, very limited, magnetic flux field.

- It would be possible to fashion plasma shock prods with relative ease. This would require a **Reason + Engineering** Extended Task with a Progress of 5, Magnitude of 1. Each successful completion of the Extended Task creates one plasma shock prod, while each attempt at the Extended Task requires 10 minutes of work. The result is a simple metal stick topped with a plasma emitter, a small battery pack, and a crude dial that allows the wielder to increase the amplitude (primarily for role playing purposes). The limited battery pack provides enough uses for six shock attempts, so each one had better count. Plasma shock prods ignore Eidolon energy Resistance. Otherwise, wielded as a weapon, it has the following game mechanics statistics: Plasma Shock Prod (Melee, 1 (+Intense if anionic energy present in target), Size 4, Cumbersome).

- It is also possible to fashion a portable magnetic flux field generator, but it will be cumbersome, fragile, and require teamwork to set up. The process is a **Reason + Engineering** Task with a Difficulty of 3 and takes about an hour. Once completed, four transporter relay pylons will have been converted to create a magnetic flux field generator that must be placed without any obstructions between the pylons and within 15 meters of one another. Once placed, all four must be activated within a few seconds of one another (enough time that one person could run to activate two pylons if they took no other actions at the time), and once activated they will create a magnetic flux field that will contain any separated Eidolon energy beings within it.

Once Ensign Douglas has been dealt with to the satisfaction of the Player Characters, they can head to Cargo Bay #3 for further investigation.



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REMNANTS
ACT 3: STOWAWAY

"Captain's Log, supplemental. We are still dealing with the potent power surge from the ion storm that crippled our drives. Repairs are well underway, but a new danger, a very lethal danger, has revealed itself. One of our crew members was found, murdered, and the resulting investigation has led us to believe that when our landing team returned from that rogue planetoid, they brought something back with them. This entity, calling itself Eidolon, seems intent on taking over the crew and this ship! Our crew has already been formulating their response…"

SCENE 1: WHAT'S IN THE BAY?

Prior to the four chief researchers commandeering Cargo Bay #3, it was a standard storage room aboard the ship, removed and used for spare engineering parts, primarily. The bay was not even at one-third capacity, so there was ample room for utilization.

The moment the chief researchers arrived back on Player Characters' starship, they began work on establishing a viable laboratory within the cargo bay. When the "ion storm" struck and the Eidolon began infesting the ship and possessed the chief researchers (starting with the unknown latent telepath, Doctor Karas), i.e. those that were currently in proximity of the artifacts brought from their dying homeworld. Soon, it could "recruit" others to its mission. Possession is based on proximity, so it began with a few maintenance workers that were in the area, then, the researchers continued to work as the "new recruits" went out and gathered others, and so on, until the Player Characters came investigating. At this point, there are two dozen Eidolon-possessed crew members, including the chief researchers from the *Starship Sirius*.

When the Player Characters arrive, they find the door to Cargo Bay #3 locked tight. Scans, via tricorder, require a successful **Reason + Science** Task with a Difficulty of 2. This informs the scanner that there are two dozen life-forms within the cargo bay, along with spiking levels of neurogenic and anionic energy.

The door itself is a sturdy cargo bay door, so bashing it in is a non-productive option. The door could be melted or burned away with sustained phaser fire, but that won't be easy and will take time. The lock could be worked on locally (since power is currently precious and unpredictable, doing it remotely is not a reliable alternative). Or, they could bypass the locked door entirely, utilizing their superior knowledge of their own starship's layout, and access the cargo bay via a Jefferies tube.

- If they opt to destroy the cargo bay door via phaser fire or placed demolition charges, or some other method, this requires a **Control + Security** Extended Task with a Progress of 10 (it's a thick, durable door), a Magnitude of 2, and a Resistance of 1. Every attempt gives the Eidolon-possessed entities on the other side that much more time to create additional challenges for the Player Characters. Examples of these would be setting up ambush points, moving storage containers around to create tight access points or fields of cover, or to make quick traps of falling crates or other materials.

- If they attempt to disengage the lock at the source, this requires a **Control + Engineering** Task with a Difficulty of 3 and a Complication Range of 2 (18-20). Possible Complications that could be generated would be making too much noise while deactivating the lock and alerting the Eidolon-possessed entities on the other side of the door, or damaging the door so it cannot be properly closed (once opened) until repaired by an engineering team.

- Finally, if they instead decide to use the Jefferies tubes to access the cargo bay through alternative access points. While the act of crawling through the tubes requires no roll, the ability to navigate them in a timely fashion requires a **Reason + Security** Task with a Difficulty of 2. Additionally, unless the Player Characters want those inside the cargo to know of their arrival, a **Control + Security** Task, with a Difficulty of 2, is required to enter with stealth.

Once the Player Characters have found their way inside of Cargo Bay #3, they find the place in a variable state of set-up and alteration, depending on how long it took the Player Characters to access it, and how they accessed it.

If they, for whatever reason, bypassed Act 2, Scene 3, the Player Characters will find themselves in for a tough conflict, but the Eidolon-possessed crew will not have had a great deal of time to finish the dimensional transference device they are building.

Currently, the cargo bay has crates stacked out of the way (or creating strategic choke points, from above) with several tables set-up supporting typical laboratory equipment,

as well as the various artifacts gathered from the rogue planetoid. Additionally, a strange machine, looking not unlike several extravagant Jacobs' ladders banded together, but with a good deal more tubes and wiring attached to it, stands 3.1 meters tall, and situated at the center of the bay. Dr. Karas is directing numerous other crew members, as well as the other three chief researchers from the *Sirius* in continued construction of the odd machine. While unpowered, if scanned, it reads as mundane metals found throughout the cargo bay.

While this state of mid-construction may be most advantageous from the standpoint of overall Eidolon plans, this presents a very real problem for the Player Characters: they have no idea what they are up against or how to deal with it. They could attempt diplomatic interactions with the "group" leader within Cargo Bay #3 (that would be the Eidolon-possessed Dr. Karas), but, again, would be doing so with no knowledge of with what they are dealing.

Interactions attempted with this lack of information are almost certainly destined to fail, with the Eidolon-possessed Dr. Karas quickly calling for the other Eidolon-possessed crew members to attack the intruding Player Characters (possibly a clue for the ill-informed Player Characters concerning Eidolon's fractured mind). Without the proper implements to separate the Eidolon from its hosts, this could get ugly very quickly. As the Gamemaster, there is no reason to be overly kind about this avenue of the mission, but be sure to provide them a method of escape, preferably with a captive, so they can attempt to circle back to Act 2, Scene 3 and retroactively gain the knowledge they so desperately need.

If the Player Characters completed Act 2, Scene 3 and made the necessary items to deal with the Eidolon, they will have an easier time if a conflict ensues, but also face an enemy whose plans are very nearly complete. The description is similar to that above, crates arranged out of the way (or placed in strategic choke points and providing areas of cover), with tables filled with essential, but basic, lab equipment, in addition to the artifacts retrieved from the dying rogue planetoid. Dominating the center of the cargo bay is a large, strange machine, standing 3.1 meters tall and looking as if it were comprised of several Jacobs' ladders, all conglomerated together, except sporting numerous cables, tubes, and wires. Dr. Karas directs the other possessed crew members, including the three other chief researchers, in the finishing touches on the machine and the surrounding area.

Depending on how well armed the Player Characters are from their findings during Act 2, Scene 3, it is possible they know enough to enact a reasonable dialogue with the Eidolon via Dr. Karas. However, unless the engineering teams were told to halt their repairs and restoration of main power, it will get turned on just as dialogue (or combat, if the Player Characters prove to be more aggressive) begins. Lights kick on throughout the ship, and suddenly there is the comforting background hum of a thousand familiar components all powering back on. Just as suddenly, the towering machine in the center of Cargo Bay #3 sparks and surges to life with a crackle and the scent of ozone filling the air.

Predictably, the Eidolon-possessed Dr. Karas cackles, clearly pleased with herself.

- Talking with the Eidolon possessing Dr. Karas can be done aggressively, threatening with the knowledge, and possibly tools, gained from their earlier investigations. Doing so requires a **Presence + Security**, with a Difficulty of 3 (reduce the Difficulty by -1 if any plasma shock prods have been crafted and are present and by another -1 if the portable magnetic flux field generators are present) Opposed Task versus the Eidolon-possessed Dr. Karas' Control + Command, with a Difficulty of 0.

- Likewise, the Player Characters can attempt a softer, more diplomatic approach with the Eidolon. This requires an **Insight + Command** Task, with a Difficulty of 1. If Player Characters are brandishing plasma shock prods, increase the Difficulty by +1. Similarly, if the portable magnetic flux field generators are present, increase the Difficulty by +2.

In either case, the Eidolon is not about to abandon its efforts now, but can see the reason behind the Player Characters' resistance and shows some degree of sympathy. Utilized

DR. KARAS

TRAITS: Andorian/Aenar Hybrid; Inherent Rudimentary Latent Telepathy; Self-Preservation; Construct the Device; Maybe the Favorite, but Still Part of a Greater Whole

ATTRIBUTES

CONTROL 11	FITNESS 07	PRESENCE 07
DARING 07	INSIGHT 08	REASON 07

DISCIPLINES

COMMAND 03	SECURITY 03	SCIENCE 04
CONN 02	ENGINEERING 03	MEDICINE 02

FOCUSES: None applicable while possessed

STRESS: 10 **RESISTANCE:** 0 (5 against energy weapons as the Eidolon energy form dissipates the energy)

WEAPONS:

- Unarmed Fist (Melee, 3, Knockdown, Size 1, Nonlethal)

strategically, this could cause a round or two pause in the possessed crew members' attack. A successful discussion delays the attack. For every two Momentum spent on this result, the Eidolon delays the attack another round. A maximum of three rounds worth of delay can be generated in this fashion. Any attack directed against any possessed crew member or the energy amplification matrix causes Eidolon to issue an immediate reprisal attack.

Each magnetic flux field generator takes two rounds to set up and one round to activate. Multiple Player Characters can, of course, set up multiple pylons simultaneously. Keep in mind there can be no obstructions, including crew members or Player Characters, standing between the pylons when activated, and they must be placed within 15 meters of each other to properly activate and establish a maintainable magnetic flux field. The Eidolon has no understanding of the flux field generators, their intent or purpose and will, therefore, not intentionally interfere with its setup. That doesn't mean that coincidental or action-induced movement won't create this complication anyway, but it isn't something the entity would do of its own volition.

How the Player Characters utilize these precious few extra moments, getting into a more advantageous position, trying to set up several (or all) of the portable magnetic flux field generator pylons, or some other method of preparation, is up to them. Once the order to attack has been issued, and combat is about to ensue, proceed to the next scene.

EIDOLON-POSSESSED CREW MEMBER

TRAITS: Self-Preservation; Construct the Device; Part of a Greater Whole

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 06
DARING 08	INSIGHT 05	REASON 06

DISCIPLINES

COMMAND 02	SECURITY 01	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: None applicable while possessed

STRESS: 10 **RESISTANCE:** 0 (5 against energy weapons as the Eidolon energy form dissipates the energy)

WEAPONS:

- Unarmed Fist (Melee, 3, Knockdown, Size 1, Nonlethal)

SCENE 2: DESPERATE ACTIONS

Depending on how well discussions went at the end of the last scene, the proceeding combat could go very quickly and favorably for the Player Character crew. Alternatively, it could be drawn out, with Eidolon managing to possess other crew members, thus adding to the troubles aboard the starship.

With the expenditure of Momentum in the previous scene, it is possible that this scene starts with the magnetic flux field pylons in place and activated. That is easily thwarted, however, with an Eidolon-possessed crew member unwittingly blocking the path between pylons.

To fully set the scene, draw out the battlefield as desired on a battlemat or simply on some 3x5 cards or sticky notes. The cargo bay should consist of several Zones, most of them with crates or lab tables as blockading terrain (which could easily double as cover and require a successful **Daring + Security** Task, with a Difficulty of 1 to athletically bypass). At the center of the battlefield is a Zone dominated by the energy amplification matrix.

Once main power is restored and combat begins, it will take five additional rounds for the energy amplification matrix to come online, so the Player Characters need to move quickly to get the pylons set up (if they had not previously done so) and the magnetic flux field turned on. There are no Task rolls for activation of the pylons, merely the time-consuming process of positioning them, getting them running, and keeping the paths clear. Any Player Characters not setting up the pylons have the challenging job of keeping the Eidolon-possessed crew members rounded up.

Once the magnetic flux field is activated, no Eidolon-possessed crew member may pass from the inside out, and any Eidolon-possessed crew member within 30 meters is automatically drawn into the magnetic flux field.

Any Eidolon-possessed crew member that is injured by a plasma shock prod is considered knocked unconscious by the discharge of energy and the Eidolon, shrieking with frustration and pain, is immediately and forcibly expelled from that physical host body.

The Eidolon may attempt to commandeer a Player Character via (temporary) mental domination. To do so, the targeted Player Character must overcome a **Presence + Command** Task with a Difficulty of 3 or become possessed for 1 round. The duration can be extended (once possession has been established) by spending 1 Threat for 1 additional round of possession. A possessed character is under the physical control of the Eidolon (but not mental, if that is particularly relevant), but does gain the Eidolon's Resistance of 5 against energy attacks.

When (if) the Eidolon establishes control over a Player Character, the character is aware of what is happening the entire time, but their body is, essentially, a puppet for the energy being to direct. This can (and should be) nightmarish and potentially Value-affecting. Determination may be spent at any time to break the Eidolon possession, expelling it. This also safeguards the Player Character against further domination reprisals for the Scene (no repeated domination attempts against the same Player Character). As indicated above, the Eidolon is not a maniacal villain bent on slaughtering Starfleet, it just doesn't really care about their existence, or truly even recognize it; therefore, it won't use overtly and intentionally lethal attacks. It won't avoid using them if something is immediately at hand, but the Eidolon won't go out of its way to kill anyone. It should also be noted, however, it does not understand how to change settings on phasers, so if the Player Characters were running around with their phasers on a setting other than stun, and one were possessed…

If the Player Characters do not manage to get the magnetic flux field generators set up before the energy amplification matrix is activated, then the Eidolon gains power, able now to possess any crew member, anywhere on the ship. Suddenly, the entire crew can become potential enemies, and as the Eidolon learns more of its surroundings, the bridge will be easy access. Fortunately, that will take several minutes as it expands its consciousness (beyond the scope of this mission, unless the Player Characters are completely defeated). This does, however, provide an overwhelming stopwatch on the entire event; either the Player Characters will succeed, or the Eidolon will get a starship!

This scene has the potential to become very complicated and involved if the Player Characters do not act quickly and decisively in trapping Eidolon movements. It is, however, a great scene for the expenditure of saved Momentum, as well as Value challenges and Determination spends.

Otherwise, as soon as the possessed are rounded up and contained within the magnetic flux field, they are trapped (although they will futilely throw themselves against the field walls, causing micro-second starburst flares) and the scene ends.

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REMNANTS CONCLUSION

This leaves the crew with a challenging dilemma: what to do with the trapped Eidolon? It is an entity without a home. It acted against the interests of the Federation and its personnel and attempted to establish control over Federation property. However, these actions were brought about by the need for survival, not greed. Sympathy could be felt for the Eidolon, provided it has not been painted as a two-dimensional bad guy. It has proven to act with little regard to the well-being of others, placing their own survival above the needs and wants of another species. Of course, when faced with extinction, what lengths would be off-limits?

Therefore, the Player Characters must decide how to proceed. Do they locate a small moon and place the Eidolon there? Would it be a danger to another starship if one ever travelled the region? Should it be taken to a more permanent holding facility? Or should it and the artifacts simply be cast into the depths of space? Ideally, the Player Characters will come up with something far more inventive, and in support of Starfleet's directives, before heading off on their next mission.

Wrap up any loose ends introduced throughout the mission that are not going to be held for a future mission. Tasks should be minimal, if present at all, and there should be no conflicts.

CONTINUING VOYAGES...

The existence of the Eidolon's culture, while its homeworld now lost, is something that might interest scientists greatly for a while to come. Perhaps one of the doctors seeks to acquire another Starfleet starship to go in search of the remnants of the crumpled planetoid.

If you want to go with more of a horror vibe, the Eidolon itself could survive, or even avoid the fate the Player Characters ultimately decide for it, and remain attached and "hidden" within an otherwise "insignificant" crew member, springing when the time is right.

Finally, as presented back in the sidebar "More Mysterious Scientists" on page 6, it is also possible to link Section 31 to the events leading to the discovery of the rogue planetoid and the Eidolon.